CYRIL ZGHEIB

COMPUTER GRAPHICS & ANIMATION

+961 71 606 279

cyrilzgheib@gmail.com

Lebanon, Mount Lebanon

A creative 3D generalist and computer graphics student with a deep understanding of modeling, sculpting, and character design. Developed strong skills in animation and character design through consistent self-practice and coursework. I'm always up for creating new designs and challenging myself.

EDUCATION

Sept 2022 - Present
NOTRE DAME UNIVERSITY-LOUAIZE
Undergraduate - Computer Graphics & Animation

Sept 2021 - June 2022
Public School of Beit Chabeb
Graduated in Life Sciences

LANGUAGE

- Arabic – Native
- French – Fluent
- English – Fluent

HARD SKILLS

3D Modeling & Sculpting
Proficient in creating detailed 3D models using industry-standard software like 3DS Max, Maya, or ZBrush, with expertise in topology optimization and high-poly to low-poly workflows.

Rigging
Skilled in creating efficient character rigs with advanced controls, IK/FK systems, and clean deformations using tools like 3DS Max and Unreal Engine.

SOFT SKILLS

Problem Solving
- Developed efficient solutions for optimizing 3D assets to maintain visual quality within performance constraints.

Attention to Details
- Ensuring high-quality work in 3D modeling and view any errors in topology, UV mapping, and texturing before rendering.

Field of Experience

Personal project - "Smiling Statue" (Solo Leveling)2023

-Sculpted a high-detail 3D statue head in ZBrush, focusing on facial anatomy, expression, and stylized details.
-Refined surface details including wrinkles and subtle textures for a polished, portfolio-ready finish.

Freelance 3D Artist - "Student Project" (France/Dubai Pavillion)2025

-Contributed to the modeling and texturing of a 3D pavilion environment, enhancing the overall asset quality.
-Created and optimized 3D elements to ensure project completeness and consistency.
-Collaborated remotely to deliver assets ready for integration and visualization.

University Projects – Computer Graphics & Animation (2022–2025)

-Completed multiple 3D modeling, sculpting, texturing, and animation projects using ZBrush, 3ds Max, Marvelous Designer, and Unreal Engine.
-Applied techniques including retopology, cloth simulation, environment modeling, and VFX integration.
-Developed assets and scenes for animation and real-time visualization, demonstrating workflow efficiency and creative problem-solving.